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Nigel Mansell's World Championship RACING

INSTRUCTION BOOKLET

SUPER NINTENDO ENTERTAINMENT SYSTEM

PAL VERSION

Nintendo

NINTENDO AUSTRALIA PTY. LTD.
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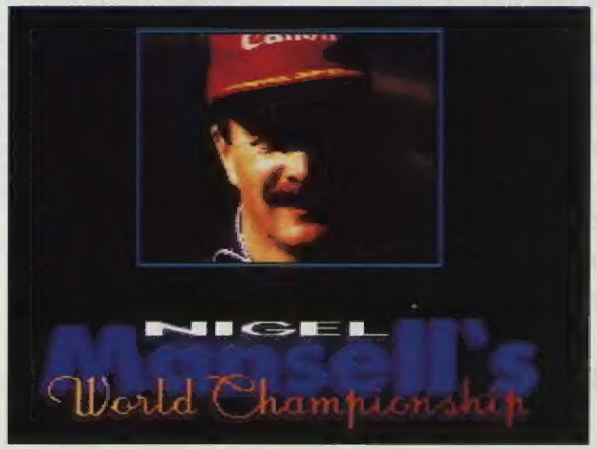

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Nigel Mansell – A Brief History

Nigel Mansell, in common with many of today's racing greats, began his racing career in Go-Carts. From the beginning his determination to win was clearly apparent and victories were not long in coming. "I was ten when I had my first competitive race. It was at Shennington, Edge Hill, Banbury. There we were, with our one-wheel drive Fastakart with a JLO engine, and I thought: Right, I'm going to win my first race." Unfortunately, he didn't manage to win the race. He didn't even finish it—the engine fell off the cart! Things got better, however, and soon Nigel was representing his country in carting, and managed to advance through the ranks and up to the higher grade of carts without too much trouble. Never one to tread water, Nigel soon began to think about moving up to Formula Ford, which he managed to do in 1976.

"That first single-seater car I had was a Hawke DL 11. I started with a race at Mallory Park," he recalls. This time round, his first outing in a new category was a little more successful. "Our first race and we had a win. I was very pleased. No, I was delighted. In all I had nine races that year and I won six of them. I wasn't getting carried away, but I felt I'd shown up pretty well." Even now, his ambitions weren't satisfied. "That car gave me a fairly good first year in Formula Ford. I knew then that I could win races and that, in turn, made me even more ambitious. I wanted to go on from there, to better cars, better competition. It was never a game to me: I was determined I was going to be a professional racing driver. It would mean even more hardship, more scraping for money and sponsors, but we wouldn't be put off."

In 1977, however, Nigel suffered a serious setback when he broke his neck in two places, and could easily have been paralyzed or killed. This did not deter him, however, and after his layoff, he rejoined to the Formula Ford season with renewed enthusiasm. "I was feeling good. I was glad to be back racing and I was driving well." The last race was at Silverstone, and Mansell needed to get pole, the fastest lap and win the race to get the Formula Ford Championship. He managed all three.

Still his ambitions drove him on, and he reasoned that having won the Formula Ford Championship, then the next step was Formula Three. This proved to be an uphill struggle, with both Nigel and his wife Rosanne both working long hours to raise money to allow Nigel the time to hunt for sponsors. This proved to be a fruitless search. Nigel takes up the story. "We were told at the beginning of the 1978 season that if we weren't prepared to back ourselves, there was no reason why a sponsor should. That fired me up to the point where I was ready to do anything to raise the money. When you are in that sort of situation, you are liable to do something pretty extreme, and that is precisely what we did. We sold our apartment." This was one risk, however, that did not pay off. Mansell raised enough to pay for his first races with a factory March drive, having been assured that sponsorship was likely to follow very soon. Sponsorship did not materialize, and after five races, Mansell's own money ran out. "In all, those five races must have cost us thousands. We were left with nothing — no car, no house, no money. It wasn't a case of considering packing it in. We had packed it in! We simply couldn't race any more."

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Then, Mansell learned that David Price's Formula Three team, sponsored by Unipart, was looking for a second driver for the 1979 season. *"I made a couple of visits to David's business at Twickenham, and I must have convinced him that I was worth a try because I got the drive."* This meant that for the first time, Mansell was on a modest wage as a driver. An unspectacular season followed, with Mansell managing only one win, but by now Colin Chapman was taking an interest in the young ambitious driver, and even though Mansell suffered another setback when he was injured at Oulton Park, he was offered a test drive with Lotus. Mansell was still suffering from his injuries, but he wasn't going to let anything get in his way. He was soon phoning his specialist to get sorted out. *"I was going to have my first drive in a Formula One car the following week. I'd got to go. Nothing was going to stop me. He gave me a load of painkillers and off I went."*

Mansell proved himself, and in 1980 he was working as a test driver for Lotus. Following some impressive runs, including the fastest time ever for a Lotus at Silverstone, Chapman offered Mansell the chance of a Grand Prix run at Austria. This was what all the hard work Mansell and his wife had put in had been for.

"Colin Chapman was satisfied that I was ready and I certainly believed I was. What had happened in Formula Three didn't matter any more. I was going to get my chance in Formula One. That was all that concerned me." For the next four years Mansell drove for Lotus with varying degrees of success. Lotus was not the power it had been, however, and the best Mansell was to achieve over this period were a number of third places, and a one Pole Position.

In 1985 he joined the Williams team and over the next four years Grand Prix racing began to realize his potential as a truly exciting and superb racer in the classic tradition—the 1987 victory at Silverstone being one of the most exciting races of modern times. In both 1986 and 1987, he came second in the World Championship; the bad luck that has occasionally clouded his progress first coming to prominence with the spectacular tire burst in Australia, as he was cruising to the Championship title.

In 1989 Nigel joined Ferrari and despite a non-competitive car, he gained the admiration of Italian race fans, becoming 'The Lion' after a series of dramatic and determined races. But Nigel had his sights set on the Championship, and in 1991, he rejoined a rejuvenated William's team and launched himself into a tremendous tussle with the dominant McClaren team. Once again, bad luck and the now infamous 'wheel nut' episode ended his chances and he was second in the Championship for the third time. In 1992, despite all the many setbacks and hardships along the way, Nigel has produced one of the 'all time great' series of driving performances, winning the first five races, and being the first driver ever to win nine Grand Prix in one season. Of course, he also secured the championship, and Britains first for sixteen years, with five races of the season remaining.

Nigel Mansell is truly a sporting hero and one of the most well-known and popular personalities Britain has produced for years. His achievement, founded on a will to win and a level of courage and skill, hard to comprehend, is thoroughly deserved. Whatever the future holds, 1992 will always be Nigel's year.

All quotes by Nigel Mansell taken from 'Driven to Win' by Nigel Mansell and Derick Allsop, paperback published by Arrow Books Limited.

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Playing The Game

In Nigel Mansell's World Championship, you take part in the full 1992 Grand Prix season, the year in which Mansell achieved his greatest success in winning the Formula One World Championship. You have the opportunity to experience the thrills and excitement of Formula One racing first hand. Each country, and each of the sixteen tracks featured in Nigel Mansell's triumphant 1992 season is represented. Obviously, your aim is to emulate the success of Nigel Mansell, and win the World Championship in as few races as possible.

Once the cartridge is plugged in and the Super Nintendo switched on, the first major screen you will encounter is the Main Selection Screen.

Control Your Car

There are four different configurations for controlling your car. Pressing up and down on the control pad will illustrate each of the four on screen in turn. Once the configuration you wish to use is on screen, press the **A Button** to return to the main menu.

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Selection Screen

The Main Selection Screen will allow the player to access the various options available. To choose a particular option, use the control pad to highlight the various options. Once the option the player wishes to choose is highlighted, press the **A Button**. Each of the options is explained on the following pages.

Racing A Circuit

If the player chooses to take part in a single race, then a screen will appear which will allow the player to select which of the sixteen circuits to race on. Moving the **Control Pad** up and down will select each country in turn. Once the track, which the player wishes to race upon is highlighted, pressing the **A Button** will take the player to Track Information Screen.

Track Information Screen

This screen offers an illustration of the circuit **[1]** which you are about to race, along with some details, and beneath this the weather and the likelihood of rain **[2]**. Included is the track record, and a little information about the circuit **[3]**.

Pressing the **A Button** will move you onto the Race Options Screen. On this screen you are offered the opportunity to modify

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your car, take part in a Qualifying Lap, or Go To the Race straight away. Each is explained on the following pages.

Race Car Modifications

This will allow you to configure your vehicle to suit a particular race. Should you wish to get straight to the race, highlight race, press the **A Button**.

The player has the option to set up the car to suit the weather and track conditions. Use the **LEFT/RIGHT Button** to highlight your selection. To modify your selection, use **UP/DOWN** on the **Control Pad**. There are four parameters that can be changed as follows.

❶ *Tires*

The choice here is between Hard which is the default, Soft, and Wet tires. There are two parameters relating to the tires, namely rate of wear and grip. Fast cornering and running off the track increases the rate of tire wear; harder tires wear more slowly. The tires can wear out entirely, of course, forcing the players car to retire from the race, and in this instance, the driver will obviously fail to win any points. The player has the option to change the tires any number of times in the pits, but entering the pits obviously results in a time penalty. Soft tires improve the car's grip and so improve cornering, but require changing sooner. In a normal race the player will only need to change hard tires once; however, soft tires may need to be changed twice. If the track has rain on it, then wet tires will need to be used. When the track is wet, these tires wear slightly slower than hard tires, but if the track is dry, then wet tires wear faster than soft tires. If the track is wet, both hard and soft tires handle very poorly and the car will be difficult to control. The condition of the tires is displayed as part of the control panel.

❷ *Aerofoil*

For Aerofoils, the choice is between High, the default Mid, and Shallow. Setting the aerofoil to High will improve the car's cornering capability in a similar manner to soft tires; however, in this position the aerofoil will increase the car drag and thus, reduce the acceleration. Setting the aerofoil to Low will result in the car having the best acceleration, but the poorest cornering.

❸ *Gear Ratio*

Here the player must select from Low, Medium (which is the default), and High. Low gears will improve the cars acceleration, but reduce the top speed. Medium offers a balance of acceleration and speed, while High has slower acceleration, but offers a better top speed.

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From the track information, the player has to assess which characteristic, whether speed or acceleration, is better suited to any particular track.

4 Gears

The choice offered here is between Manual and Automatic gears. Automatic is the default mode. When Automatic (Auto) gears, are selected, the player is relieved of the need to change gear thus making the game easier to play. However, there is a small penalty to pay, as the point at which the gears are changed in auto is not the optimum setting.

Qualifying Lap

If the player selects Qualify, the player has the opportunity to compete for grid position. The player has to do one lap and the time taken will determine how many cars are in front of the car at the start of the race.

Go to Race

If you decide not to qualify for the race, then you can automatically begin the race from the back of the grid. This is obviously the fastest way to get into a race, but it will be a lot easier to finish with the leaders if you begin the race at the front of the grid. The choice is yours.

The player competes against eleven other cars of varying ability. The competitors' cars are grouped into three classes, four good, four average and three poor. Each race will take place over five laps.

Pit Stops

Apart from a couple of instances, the pits are located at the side of the track just after the starting line on any circuit, and the player may enter the pits on any lap. On the race tracks, the pits will be identifiable as a separate lane or channel, separated from the main track by a line of large bollards. They are also shown on the circuit map which is visible on screen while racing. The only reason to enter the pits is to fit new tires. When the player's car enters the pits, the player must first stop the car by applying the brakes. The player then selects the new type of tire by moving the control pad up and down until the arrow is by the type wanted, and then pressing the **A Button**. The screen will then display an animation sequence of the tires being changed. The pit stop takes between 5 and 9 seconds, this time being random, and not under the control of the player. All competitors' cars make one pit stop.

Race Screen Display

In addition to displaying the track etc., the in race screen display contains other relevant information described on the following page:

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Lap – Indication of the lap number. Current Lap/Total Laps

Circuit – This is a map of the current circuit, with twelve dots, representing each of the twelve cars taking part in the Grand Prix. Your car is represented by a white dot.

Lap Time – This gives an indication of the time for the current lap.

Best Lap – A record of your fastest lap on this circuit in the race.

Behind – An indication of how far you are behind the next car in seconds. If you take the lead, the message will change to 'In Front', and the time will now indicate how far in front of the second placed car you are.

Position – An indication of your current position, from 1/12 to 12/12.

End Of Race Sequence

At the end of each race, a results table will display, in descending order, positions of the drivers at the finish of the race and the points awarded, had this been part of a full season. If the player finished in the first three, then a reward screen will be displayed highlighting the player's achievement. Upon completion of this section, the game will default to the Main Selection Screen.

Full Season Racing

If Full Season is selected, then the first screen encountered will be the password screen, which will allow you to rejoin a season once you have completed several races. This screen is explained in more detail later. After the password input screen, the Track Description Screen will appear. The progress from here is exactly the same as for a Single Race. In addition, after each race, a password will be given which will allow the player to 'save' a game, and come back to it at a later date.

For a full explanation of the sequence from track selection to the results screen, see the section for a single race, featured above. If the race is part of a full season, then after the

race results and reward sequence (where appropriate), an overall points table will be displayed. Upon completion of each of the individual races, the player is awarded points relative to position. The points awarded are shown on the following page.

After each race, the player's total points are used to calculate the overall position. In the event that the race is the last of a season, and if the player wins the World Championship, a reward screen will appear in recognition of the player's achievement.

Options

Setting this screen will allow the player to set various items. The items are:

1. Difficulty - Arcade/ Simulation

2. Speed - Kilometers per hour/ Miles per hour

3. Audio - Sound effects/Music.

Pressing **UP** and **DOWN** on the **Control Pad** will select Options. Pressing **LEFT/ RIGHT** on the **Control Pad** will change the selected item.

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Name

Selecting this option will take you to a screen where a panel will appear with the current name, and underneath, a panel featuring all the letters. To select a letter, use the direction Button on the control pad to move the red line until it is underneath the character that you wish to select, and press the **A Button**. To delete a character, position the red line under DEL and press the **A Button**. Continue until you are happy with the name chosen; move the red line to beneath 'end' and press the **A Button**. You will now be taken to a screen where you select your nationality by highlighting one of the flags, and pressing the **A Button**. From here you will go back to the main menu.

Mansell's Advice

If you select 'Mansell's Advice' you will be able to practice on any of the sixteen courses with instructions from Mansell. You will first be taken to the track's select screen, and once the track is chosen, you will be presented with a description of the relevant circuit. From here, you will go to the car setup screen. Once you have set up the car, the next screen encountered will be a description of the track, and then a map, which will indicate the recommended speeds for the circuit by Nigel Mansell. From there, you will go straight to the starting line of your chosen track, where you will notice a couple of major differences. First, there will only be two cars visible, your own and Mansell's, will be ahead of yours. In addition, an image of Mansell will appear on screen, and at various points on the circuit, he will give you hints on how best to drive. This option allows you to practice racing

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and to learn a circuit without worrying about any other drivers, and to give you the benefit of Mansell's racing experience. When you begin to drive, Mansell's car will take the best line possible. You must attempt to follow the car as best as you can. As you approach any bends, you will also notice two speeds indicated. The top speed, in blue, is an indication of the ideal cornering speed recommended by Mansell, and beneath this in red is your current speed. Once you have completed a lap, a new screen will appear, which gives an appraisal of your lap by Mansell, who will judge you on Handling, Cornering and Braking, giving each a mark as a percentage. A fourth figure will be indicated, which will be an average of the other three.

Driving Practice

This unique option is provided to enable the player to practice on a special circuit without having to worry about any other cars. If you select this option, you will be taken to the grid, where your aim is to beat the indicated time. As you race, the top speed of the car will be limited, to allow you to build up speed slowly and concentrate on accurate and skillful driving, rather than going as fast as possible. As you match the indicated time, the top speed of the car will be increased, and a faster time will be indicated for you to beat. On the screen you will see the current lap time, your Best Lap time, and the time you must beat, the Limit.

Use The Password

The player may wish to stop playing during a season but retain his position and points. For this reason, upon completion of each race within a full season, an encoded password will be displayed. Simply make a note of this password for future use. If a correct password is entered when prompted, then the player will resume the previous game.

Entering a Password

Passwords are entered directly after Full Season has been chosen, in exactly the same way that names are entered, by using up and down on the **Control Pad** to change the letter, and left and right on the **Control Pad** to move between the various letters. Once the password on the screen is entered completely, press the **A Button**.

When you plug in your World Championship cartridge, the first screen which you will encounter is the Enter Name Screen. Moving the **Control Pad** up and down will alter the flashing letter, and moving the control pad left and right will allow the player to alter the character that is currently highlighted. Once the player is happy with the name, the **A Button** should be pressed. Once the name is entered, the Main Selection Screen will appear.

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